

Shopping Application

A shopping application built with Flutter.

Table of Contents

- [Overview](#)
- [Folder Structure](#)
- [Prerequisites](#)
- [Setup and Configuration](#)
- [Running the App](#)

Overview

This is a sample Flutter shopping app. It demonstrates navigation, state management, and UI design for a mobile commerce experience.

Folder Structure

```
shop_app/
├── assets/           # Images, fonts, and other assets
│   ├── fonts/
│   └── images/
├── lib/             # Main source code
│   ├── models/      # Data models
│   ├── screens/     # App screens (UI pages)
│   ├── services/    # Business logic/services
│   ├── theme/       # Theme and styling
│   ├── utils/       # Utility functions
│   └── widgets/     # Reusable UI components
├── pubspec.yaml     # Project metadata and dependencies
└── README.md        # Project documentation
```

- **assets/**: Contains images and fonts used in the app. Add your own images to `assets/images/`.
- **lib/**: The main Dart source code. Organize your screens, models, services, and widgets here.
- **pubspec.yaml**: Declares dependencies and assets.
- **README.md**: This file.

Prerequisites

- [Flutter SDK \(https://docs.flutter.dev/get-started/install\)](https://docs.flutter.dev/get-started/install) (3.x recommended)
- Dart SDK (comes with Flutter)
- An IDE such as [Android Studio \(https://developer.android.com/studio\)](https://developer.android.com/studio) or [VS Code \(https://code.visualstudio.com/\)](https://code.visualstudio.com/)
- An Android/iOS emulator or a physical device

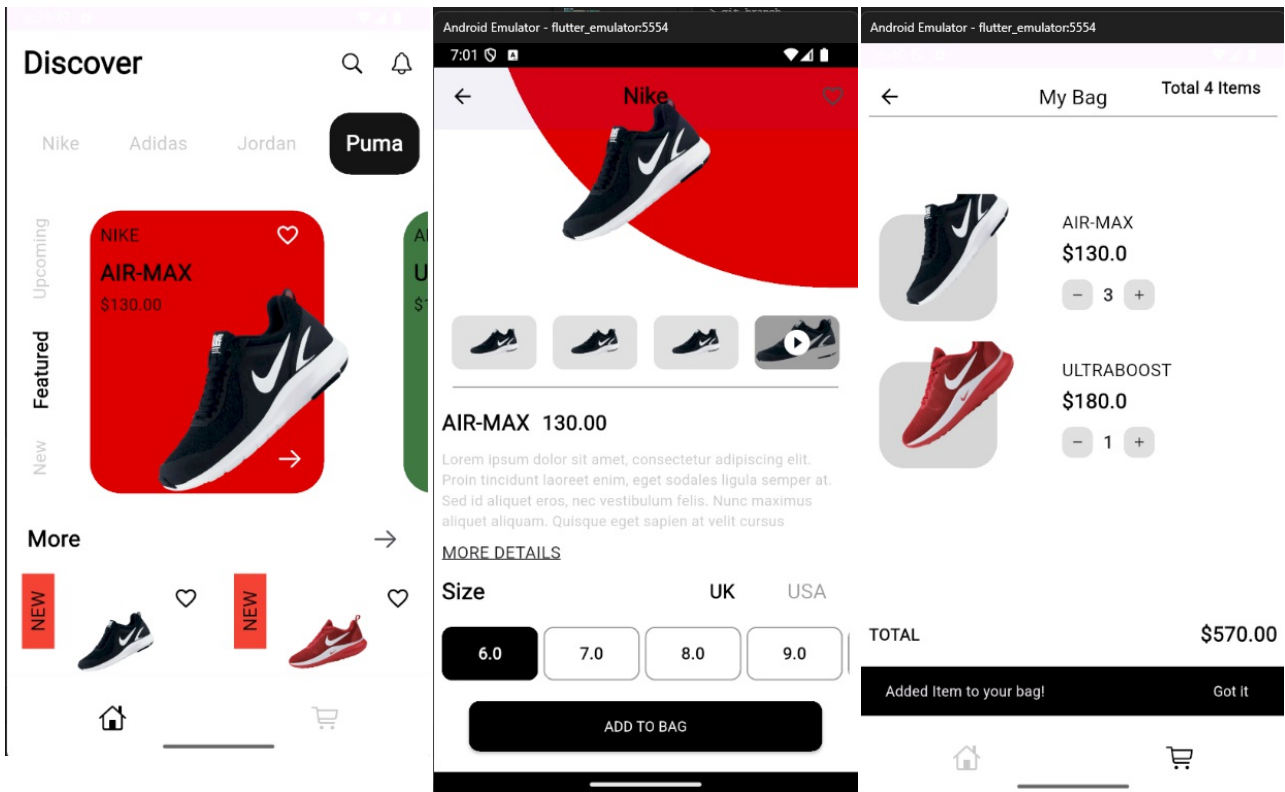
Screenshots

Below are some screenshots of the app in action:

Home Screen

Details Screen

Bag Screen



Setup and Configuration

1. Clone the repository

```
git clone https://github.com/antonyjm462/shop-app.git
cd shop-app
```

2. Get dependencies

```
flutter pub get
```

3. (Optional) Configure assets

- Images are located in assets/images/.
- Fonts are in assets/fonts/.

Running the App

1. **Start an emulator** (or connect a device)
2. **Run the app**

```
flutter run
```

- For Android: Select an Android device/emulator.
- For iOS: Select an iOS device/simulator (macOS required).